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CITY OF MOUNTAIN VIEW RECREATION DIVISION

ADULT SPORTS MANUAL

The Mountain View Community Services Department, Recreation Division, would like to welcome you and your team to the Adult Sports Program. Enclosed you will find registration procedures, dates, rules, regulations, site locations and other information pertaining to adult softball, flag football, basketball and volleyball. If you have any questions, please do not hesitate to call the Recreation Division Office at (650) 903-6404 or e-mail hilary.holeman@ci.mtnview.ca.us. Good luck, and thank you for your interest in our Adult Sports Program.

General Information

I. Office Location

The Adult Sports Office is located at the Mountain View Community Center, 201 South Rengstorff Avenue, Mountain View, California. Mail should be addressed to: Adult Sports Coordinator, in care of Mountain View Recreation, P.O. Box 7540, 201 South Rengstorff Avenue, Mountain View, California, 94039-7540. Our office phone number is (650) 903-6331, while the Adult League Coordinator's direct line is (650) 903-6404 and e-mail address is hilary.holeman@ci.mtnview.ca.us.

II. Playing Sites

- Softball: All softball games are played at the Whisman Sports Center, (Crittenden and Callahan Fields) in Mountain View, located at 1500 Middlefield Road, between Terra Bella Avenue and Sierra Vista Avenue. Games are held Monday through Friday evenings between 6:30 p.m. and 10:00 p.m.
- Four-on-Four Football: All football games are played at the Whisman Sports Center (Crittenden Park) in Mountain View, located at 1500 Middlefield Road, between Terra Bella Avenue and Sierra Vista Avenue. Games are held on Monday evenings between 6:30 p.m. and 10:00 p.m.
- Basketball: Basketball games are played at the Mountain View Sports Pavilion, located at 1185 Castro Street (corner of Castro Street and Miramonte Avenue), and the Whisman Sports Center, located at 1500 Middlefield Road (corner of Terra Bella Avenue and Middlefield Road). Games are held Tuesday and Wednesday evenings between 7:00 p.m. and 10:00 p.m.

- **Volleyball:** Volleyball games are played at the Mountain View Sports Pavilion, located at 1185 Castro Street (corner of Castro Street and Miramonte Avenue). Games are held Thursday evenings between 7:00 p.m. and 10:00 p.m.

III. League Format

- **Softball, football and basketball** leagues will consist of a maximum of 7 teams and play up to 12 games. At the end of the season (Spring/Summer Softball, Football and Basketball only; Fall Softball will consist of a maximum of 7 teams and will play up to 6 games), the first- through fourth-place teams will vie for the championship. All softball games are played at either 6:30 p.m., 7:45 p.m. or 9:00 p.m., Monday through Friday, football games are played at either 6:30 p.m., 7:30 p.m. or 8:30 p.m. on Mondays and basketball games are played at either 7:00 p.m., 8:00 p.m. or 9:00 p.m. on either Tuesday or Wednesday evenings.
- **50 and over softball** leagues will consist of a maximum of 7 teams and play up to 6 games. Game times will be 6:30 p.m. and 7:45 p.m.
- **Coed volleyball** will consist of a maximum of 7 teams and play up to 12 matches. At the end of the season, the first- through fourth-place teams will vie for the championship. All volleyball matches consist of three games. Volleyball matches are played at 7:00 p.m., 8:00 p.m. and 9:00 p.m. on Thursday evenings.
- Men's softball games are played with two umpires; coed and 50 and over games will be played with one; men's football and basketball games are played with two officials; and volleyball has one official per game. A scorekeeper is also included in the softball, football and basketball leagues.

IV. Playoffs

- Playoff formats for softball, football, volleyball and basketball are single-elimination games. The top 4 teams from each league will make the post-season playoffs, which will consist of the No. 1 seed playing the No. 4 seed and the No. 2 seed playing the No. 3 seed. The winners of the first two games/matches will play in a third match/game for the championship. The No. 1 seed will have the option of choosing to play either the first or second match/game. In softball, the higher seed will always be home team. In softball, the first two games will be time-limit games while the championship game will be played in its entirety, unless the 12-run rule comes into effect. In football, the higher seed will either receive the ball or defer to the second half.

- Ties for playoff positions will be broken by the following system:
 1. Previous head-to-head competition between the tied teams;
 2. Run/point differential in games between the tied teams (runs/points for minus runs/points against);
 3. Fewest runs or points allowed in all league games;
 4. Coin Toss.
- All playoff games will be completed in one night of play (weather permitting).
- Any player ejected from a playoff game will be ineligible to participate in the championship game. Suspensions may continue into the following season.

V. Tentative Playing Schedule

Spring/Summer Softball (tentatively starts the week of April 12, 2004):

<u>NIGHT</u>	<u>LEVEL</u>	<u>LOCATION</u>
Monday	50 and over	Callahan Field (fenced)
Tuesday	Coed 3	Callahan Field (fenced)
Tuesday	Coed 4	Crittenden Field (open)
Wednesday	C1	Callahan Field (fenced)
Thursday	C3	Callahan Field (fenced)
Thursday	D	Crittenden Field (open)
Friday	Coed	Callahan Field (fenced)

Spring/Summer Four-on-Four Flag Football (tentatively starts the week of April 12, 2004):

<u>NIGHT</u>	<u>LEVEL</u>	<u>LOCATION</u>
Monday	Open	Crittenden Field

Fall Softball (tentatively starts the week of August 30, 2004):

<u>NIGHT</u>	<u>LEVEL</u>	<u>LOCATION</u>
Tuesday	Coed	Callahan Field (fenced)
Wednesday	C/C1	Callahan Field (fenced)
Thursday	C3/D	Callahan Field (fenced)
Friday	Coed	Callahan Field (fenced)

Winter Basketball and Volleyball (tentatively starts the week of October 11, 2004):

<u>NIGHT</u>	<u>LEVEL</u>	<u>LOCATION</u>
Tuesday (basketball)	D	Sports Center
Wednesday (basketball)	D	Sports Pavilion
Thursday (volleyball)	Coed	Sports Pavilion

VI. League Fees*

- Softball:
Spring/Summer—\$600 for men's, \$300 for 50 and over and \$540 for coed
Fall—\$300 for men's and \$270 for coed
- Football: \$540
- Basketball: \$600
- Volleyball: \$360

*** In all Adult Sport leagues, a \$10 nonresident fee will be charged for each player listed on your team roster.**

VII. Awards

- Sponsor awards will be given to the first place finisher in each league.
- Individual awards will be given to each player on the first place team roster (maximum of 15 for softball; 10 for football; and 10 for basketball and volleyball).

VIII. Priorities

- Priority 1: Returning team* that played in Mountain View the previous year.
- Priority 2: Teams with at least 50 percent Mountain View residents and a Mountain View Sponsor.
- Priority 3: Teams with at least 50 percent Mountain View residents and a non-Mountain View sponsor.
- Priority 4: Teams with less than 50 percent Mountain View residents and a Mountain View sponsor.
- Priority 5: Teams with less than 50 percent Mountain View residents and a non-Mountain View sponsor.

IX. Registration Procedures:

- **Teams whose rosters contain incorrect addresses and/or falsified information will automatically be dropped from the league and will not be allowed back for any sport. I.D.s of all players will be checked the first week of play.**

SOFTBALL/FOOTBALL

- In order to officially register a team in the Mountain View softball and football leagues, teams must complete, in full, a League Entry Request Form with a minimum of 10 players listed along with their names and addresses and the League Entry Fee. (Nonresident fees will be collected at a later date). **TEAMS WILL NOT BE CONSIDERED TO HAVE REGISTERED WITHOUT A LEAGUE ENTRY FEE.**
- Registration should be mailed or delivered to the Mountain View Recreation Division. All entry requests must be postmarked no sooner than February 16, 2004 and must be received no later than March 5, 2004. For drop-off entries, the Mountain View Recreation Division is open Monday through Friday from 8:30 a.m. to 5:00 p.m. The Mountain View Recreation Division is not responsible for lost mail or mail that is not received on time.
- New teams will be selected by a blind draw for any available openings on March 10, 2004. All new teams will be notified of their placement no later than March 17, 2004.

* A returning team is defined as one that has played in a City of Mountain View league within the past year and retains at least 50 percent of the original roster. A returning team status pertains to all sports.

- A manager or a player representative is required to attend the informational meeting, which will be held on Wednesday, March 24, 2004, at 7:00 p.m. at the Mountain View Community Center, 201 South Rengstorff Avenue.

BASKETBALL/VOLLEYBALL

- In order to officially register a team in the Mountain View adult basketball and volleyball leagues, teams must complete in full the league entry request form with a minimum of five players (basketball) or six players (volleyball), listed along with their names, addresses and league entry fee. Nonresident fees will be collected at a later date. **TEAMS WILL NOT BE CONSIDERED TO HAVE REGISTERED WITHOUT A LEAGUE ENTRY FEE.**
- Registration should be mailed or delivered to the Mountain View Recreation Division. All entry requests must be postmarked no sooner than Monday, September 6, 2004 and must be received no later than Friday, September 17, 2004. For drop-off entries, the Mountain View Recreation Division is open Monday through Friday from 8:30 a.m. to 5:00 p.m. The Mountain View Recreation Division is not responsible for lost mail or mail that is not received on time.
- New teams will be selected by a blind draw for any available openings on September 22, 2004. All new teams will be notified of their placement no later than September 29, 2004.
- A manager or player representative is required to attend the informational meeting which will be held on Wednesday, October 6, 2004 at 7:00 p.m. at the Mountain View Community Center, 201 South Rengstorff Avenue.

X. Player Contracts/Nonresident Player Fees

- Nonresident player fees are not accepted at the fields or Sports Pavilion/Center. Please submit contracts and NONRESIDENT PLAYER FEES to the Mountain View Community Center no later than one week before your first scheduled league game by 4:30 p.m.
- A player is not eligible to participate unless the sports contract and nonresident fee, where applicable, are on file at the Community Center.

XI. Adding/Dropping Players

- Players may be added to the roster up until your second scheduled league game. Completion of sports contracts and payment of nonresident player fees applies to new or added players.
- All teams should attempt to fill the roster to the maximum number of players allowed. Managers who lose players through injury or employment transfer may petition the League Director to replace the lost or injured player. Players going on vacation for extended periods of time are not replaceable. If an injured or employment transfer player returns, that player may return to the roster only if the replacement player is dropped.

XII. Team and Player Eligibility

- Players must be 18 years of age or older; no high school students.
- In softball, players may be concurrently on the roster of one men's and one coed team only. They may not play with or be on the roster of more than one men's or coed team. In basketball, football and volleyball, players are allowed to participate on one team only; however, if a player wants to play on one volleyball team and one basketball team, that is acceptable.
- A maximum of 15 players are allowed on the roster in softball; 10 players are allowed on the roster in basketball, volleyball and football.
- A player on one team must be released by his/her manager prior to playing on another team. Once the player is released, he/she can then sign with another team after sitting out one league game. Players cannot trade teams during playoff games.
- Any player who plays in the playoff games must be on the roster at the beginning of the season or added properly with the League Director's permission and must have played at least three games during the season.
- All players/teams must abide by the Player's Code of Conduct. A player/team suspended by one city will automatically be suspended from play in other cities in the area.

XIII. Forfeits

- The scorekeeper's watch is official time. Game time is forfeit time.
- For softball, a team may begin and end with a minimum of eight players; for football, basketball and volleyball, four players.

- In the event of a double forfeit, both teams will receive a loss.
- Opponent of the forfeiting team will receive the following amount of points:
 - Softball teams win 7 to 0 (one point for each inning).
 - Football teams win 40 to 0 (one point for each minute in the game).
 - Basketball teams win 40 to 0 (one point for each minute in the game).
 - Volleyball teams win 24 points (eight points for each match).
- A \$30 forfeit fee is charged for all forfeits and must be paid prior to the next game. If the fee is not paid before the next game, the team will automatically forfeit that game and pay an additional \$30 fee. Two forfeits in one season will eliminate the team from participating in the league the following year.
- No postponement of games. A team that foresees a conflict with a game and notifies the Recreation Division at least 24 hours in advance will be credited with a loss. No forfeit fee will be charged. Each team is allowed one conflict. If more than one arises, a forfeit fee will be charged.
- Teams with ineligible players in a playoff game will automatically forfeit.

XIV. Insurance

- Participants in recreation activities sponsored by the Community Services Department, Recreation Division are not covered in any matter for personal liability or property damage. This means that players are competing in these programs at their own risk.

XV. Player Code of Conduct

- **This league is a Recreation League which emphasizes fun and sportsmanship. Foul language, display of temper or other unsportsmanlike conduct voiced at an official or a player will result in ejection from the night's play plus two games and possibly the rest of the league.**
- If a player is ejected from a game, he/she must leave the facility immediately and cannot return until his/her suspension is over.
- The manager shall be the official representative of his/her team unless he/she designates one of the players as team captain prior to a game.

- All managers will be held responsible for all rules as stated here and for softball in the ASA rule book.
- No alcohol or cigarette smoking is allowed in the dugouts or on the field of play. Players under the influence of alcohol must leave the park or gymnasium immediately or the team will forfeit the game.
- Managers are responsible for familiarizing players with the Sports Association of Northern California Recreation Agencies (SANCRA) Players Code of Conduct. The SANCRA Players Code of Conduct is as follows:

SANCRA CODE OF CONDUCT

Sports Association of Northern California Recreation Agencies

1. **NO PARTICIPANT OR SPECTATOR SHALL** be guilty of a physical attack, lay a hand upon, push, shove, strike or kick an official, participant, coach, agency representative, manager or another spectator. Officials are required to immediately suspend participant from further play and report participant to League Director. The participant shall remain suspended until his/her case is considered by the League Director.

MINIMUM PENALTY: Suspension from one (1) league game and placed on probation for the remainder of season.

MAXIMUM PENALTY: Such participant shall be suspended for life and/or felonious assault charges filed (see Penal Code Section 24.8).

2. **NO PARTICIPANT SHALL** be guilty of leaving his/her offensive, defensive position or respective dugout areas to further incite any verbal or physical confrontation between players on the field or court.

MINIMUM PENALTY: Immediate ejection with possible further sanctions dispensed by league office. (**NOTE:** In the event said player(s) cannot be identified, the first, second, third, etc., player(s) in the line-up are subject to being removed from the game.)

MAXIMUM PENALTY: Forfeiture and/or double forfeiture of game and player suspensions are determined by league office up to life and/or felonious assault charges filed.

3. **NO PARTICIPANT OR SPECTATOR SHALL** be guilty of damaging or defacing agency, school district or sanction facilities. Officials or

agency representative is required to immediately suspend individual and report incident to League Director.

MINIMUM PENALTY: Suspension from further play until financial responsibility is met by individual and/or team AND probation for remainder of the season.

MAXIMUM PENALTY: Lifetime suspension.

4. **NO PARTICIPANT SHALL** be guilty of an abusive verbal attack, including "trash talking" or taunting any participant, official, agency representative or spectator. Officials are required to immediately suspend participant from further play. The infraction will be reported to the League Director. **This violation additionally includes (after the incident) communication or correspondence in follow-up discussions.**

MINIMUM PENALTY: One (1) game suspension.

MAXIMUM PENALTY: Four (4) game suspension and/or one year from time of incident.

5. **NO PARTICIPANT SHALL** use deliberately rough tactics during a game against the body and person of an opposing participant. Officials are required to immediately suspend the participant from further play and report incident to League Director.

MINIMUM PENALTY: Removal from the game.

MAXIMUM PENALTY: Suspended for one year from time of incident.

6. **NO PARTICIPANT SHALL** refuse to abide by an official's decision or be guilty of verbal or forceful demonstrations of dissent to an official's decision. The degree of infraction shall, in the official's judgment, draw:

MINIMUM PENALTY: Removal from the game.

MAXIMUM PENALTY: Suspended for one year from time of incident.

7. **NO PARTICIPANT SHALL** be guilty of intentionally throwing a bat or item of playing equipment. Officials are required to immediately

suspend participant from further play and report such player to the League Director.

MINIMUM PENALTY: One (1) game suspension.

MAXIMUM PENALTY: Suspended for one year from time of incident.

8. **NO PARTICIPANT SHALL** appear in, on or around a facility at any time under the influence or in possession of a controlled substance or in an intoxicated condition. Officials are required to suspend participant from further play and report such player to the League Director.

MINIMUM PENALTY: Suspension from two (2) league games and placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspended for one year from time of incident.

9. **NO TEAM OR TEAMS SHALL** engage in physical aggression upon each other, officials, agency representatives, field supervisors, or spectators. Officials shall immediately suspend play and report, in writing, the incident to the League Director. Decision by League Director shall involve:

MINIMUM PENALTY: Forfeiture of game by one or both teams involved with suspension of one additional game and probation of one year from time of incident.

MAXIMUM PENALTY: Dropping of one or both teams from SANCRA member leagues for life.

10. **NO MANAGER, PARTICIPANT, CAPTAIN, OR TEAM REPRESENTATIVE SHALL** at any time be guilty of utilizing a nonroster or ineligible participant; or falsify the identification or age of any participant or person on an official league or tournament sports roster. Such falsification, intentional or otherwise, and with or without that participant or person's knowledge, shall be just cause for disciplinary action. The infraction will be reported to the League Director.

MINIMUM PENALTY: One year probation from time of incident.

MAXIMUM PENALTY: One year suspension from time of incident.

11. **NO MANAGER, TEAM REPRESENTATIVE OR PARTICIPANT SHALL** at any time commit a fraudulent act (including gambling upon any play or outcome of any game) concerning any organized SANCRA event, function or sports tournament. Such act shall be cause for disciplinary action.

MINIMUM PENALTY: Probation for the remainder of the season.

MAXIMUM PENALTY: One year suspension from time of incident.

12. **EACH TEAM MEMBER IS RESPONSIBLE** to ensure that payments made to SANCRA, ASA, or member cities (i.e., entry fees, tournament fees, facility costs, etc.) are valid and any costs incurred due to insufficient funds are the entire team's responsibility.

MINIMUM PENALTY: Suspension of further play until financial responsibility is met.

MAXIMUM PENALTY: Lifetime suspension.

SPECIAL NOTES:

1. **THE LEAGUE DIRECTORS SHALL** have the power and full discretion of imposing penalties on any and all violations of the Players Code of Conduct. In any violation not included in said Code, the penalty shall be at the discretion of the League Director.
2. Any participant removed from a game must leave the park or school facility immediately. Failure to do so will carry a maximum penalty of one-year suspension.
3. Any participant having been once penalized by enforcement of the "Code of Conduct" and reported again for violating the "Code of Conduct" will be subject to additional penalties open to the determination of the SANCRA Board.
4. Managers are responsible for actions of their participants and spectators at all times during a SANCRA activity or event and will be disciplined accordingly.
5. **The term participant shall include players, coaches and fans where appropriate. Managers are responsible for the actions of their fans.**
6. **Any individual or team that is placed on probation or suspension for violation of items aforementioned in this Code of Conduct is**

automatically on probation or suspension for ALL ACTIVITIES sponsored by member cities/organizations during the effective period.

SANCRA CODE OF CONDUCT IS ENFORCED AND HONORED BY ALL SANCRA AGENCIES, LEAGUES AND TOURNAMENTS. PARTICIPANTS ATTEMPTING TO PLAY IN SANCRA-SANCTIONED EVENTS AFTER BEING SUSPENDED WILL BE SUBJECT TO FURTHER DISCIPLINARY ACTIONS.

XVI. Tournaments

- All Mountain View teams are automatically registered with ASA (softball) and SANCRA (all sports).
- Contact the League Director for tournament information.
- No additional players or all-star teams may play in an ASA-sanctioned tournament unless so noted by the Tournament Director.

XVII. Protests

- Protests shall be based on rule interpretations of rules or ineligible players only. Decisions involving the judgment of officials/umpires will not be considered.
- Protests must be stated at the point of contention (before the ball is put back in play). Officials/Umpires, scorekeepers and the opposing team manager must immediately be notified concerning the exact rule which is being protested. Protesting coaches/managers must complete an intent to protest form (supplied by the scorekeeper) and return it to the scorekeeper prior to leaving the facility. A written protest must then be submitted to the Community Center Office no later than 5:00 p.m. the day following the protested game. Protests must be clearly written and accompanied by a \$25 filing fee. If the protest is upheld, the fee will be returned.
- The League Director has final authority to make decisions pertaining to all basketball, softball and volleyball league rules and regulations. (If deemed necessary, a protest board may be assembled to settle a protest.)

XVIII. Manager's Responsibilities

NOTE: The manager of each team, or his/her designated representative, will be responsible for the following duties for the team, including:

- Submitting player contracts for each player on the roster who will be playing in any game. Contracts must be filled out completely, accurately and legibly, as well as signed by the player.
- Making sure the roster is kept up to date with all active players.
- Submitting the team lineup **10** minutes before game time.
- Keeping all players and team spectators in control as it relates to the Player Code of Conduct, and verbal or physical harassment to any person present at the facility.
- Enforcing the no cigarette or alcoholic beverage policy at all facilities.
- Apprising the League Director of any problems or complaints in writing.
- Contacting the softball field at (650) 903-6416 after 4:00 p.m. the day of a game to find out if it has been rained out or not.
- **BLOOD RULE:** A player, coach, or official who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment can be administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the official's judgment.

The official shall:

1. Stop the game immediately and allow treatment if injured person would affect the continuation of play.
2. Immediately call a coach, trainer or other authorized person to the injured player.
3. Apply the rules of the game regarding substitutions, reentry, and short-handed player if necessary.

XIX. Rules

SOFTBALL

UNLESS OTHERWISE STATED, ASA OFFICIAL SOFTBALL RULES GOVERN LEAGUE PLAY.

- No batting practice is allowed.
- Infield Practice: 6:10 p.m. - 6:20 p.m. visiting team, 6:20 p.m. - 6:30 p.m. home team. Later games—only if time allows.
- Each batter starts with a 1-1 count.
- When the count is 3-2, the second fouled ball results in an out (the third strike).
- No metal spikes.
- In coed softball, a team must have at least eight players (minimum of four women) to begin play. The batting order can start with either a male or female but must then alternate. In the event a team is playing with nine players, then an out is taken when two males bat back to back (five men, four women). If two women bat back to back, then no penalty is taken (five women, four men). When playing with 10 players, five must be female. The batting order may include up to 12 players, six of which must be female.
- In men's softball, a team must have at least eight players to begin play. If a team only has eight players and a player is injured and no substitutes are available, then the team must forfeit. If a team is playing with more than eight players and a player becomes injured and no substitute is available, then the next time that injured player comes up in the batting order, it will count as an out. After that out is recorded, the injured player is eliminated from the batting order and it will not count as an out for the remainder of the game.
- Bats must meet ASA regulations and bear the appropriate ASA certification mark. For more information about illegal and legal bats, visit the ASA web site at www.softball.org. If the ball is hit with an illegal bat, the ball is dead, the bat is removed from the game and the batter is out.
- A courtesy runner (only one per inning) is allowed for any injured player. The person making the last out will be the courtesy runner (must be of the same sex in coed league), and the opposing manager, officials and

scorekeeper must be notified. Exceptions at the umpire's discretion may be made if the person is coming up in the batting order.

- Limited substitution: Player "A" may substitute for Player "B." Player "B" may reenter the game only for Player "A." Substitutions are for the player, not the position.
- Games are 7 innings or time limit of 65 minutes. Any inning beginning before time expires shall be completed unless the home team is ahead. The time limit does not apply in championship games.
- If a team is ahead by 12 runs or more at the end of the fifth inning, that team will be declared the winner, even in playoff and championship games.
- In the event of a tie at the end of 7 innings or the 65-minute time limit, 1 extra inning will be played to try to break the tie. If the game is tied after that one extra inning, it will be considered a tie. Playoff and championship games cannot end in a tie.
- EH/AH: If you start a game with an extra hitter (men's and coed) and a person is ejected from the game or injured and has to leave, you will be able to continue that game as long as you have the minimum number of players required to complete a game (eight). However, if a person is ejected or injured and no sub is available, it will be considered an out every time that individual's spot comes up in the order.
- In coed, if a male batter is walked on three consecutive pitches (regardless if a strike is thrown on the first pitch), he advances to second base and the woman following in the batting order must bat.

DOUBLE FIRST BASES:

- A batted ball hitting the white portion is declared fair and a batted ball hitting the orange portion is declared foul.
- Whenever a play is being made on the batter/runner, the defense must use the white portion and the batter/runner the colored portion. The batter/runner is out when there is a play being made at first base and the batter/runner touches only the white portion, providing the defense appeals prior to the batter/runner returning to first base. Once a runner returns to the white, no appeal can be made.
- On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter/runner may touch the white or colored

portion. Should the batter/runner return, the runner must return to the white portion.

- When tagging up on a fly ball, the white portion must be used.

50 AND OVER LEAGUE:

- Overrunning bases: A base runner may overrun second and third bases without penalty of being called out providing there is no motion to advance (umpire's judgment). A runner making an attempt to advance and then return to the base is subject to a tag out. The runner may slide or dive when returning to the base.
- Unlimited courtesy runners are allowed each inning.
- A "scoring line" in foul territory starting 4' away from the left corner of home plate at a 90° angle to third-base foul territory. Base runner must avoid touching home plate when advancing from third base to home. Instead, he must cross the scoring line to avoid colliding with the catcher. **Effect:** Runner shall be called out.
- A "point-of-no-return" line shall be placed 20' from home plate, perpendicular to the line between the "scoring line" and third base. Base runners who step over the point-of-no-return line must continue to home plate and will be called out if they retreat towards third base.

BASKETBALL

Current high school basketball rules will be used with the following exceptions:

- A basketball game will consist of two 20-minute halves.
- Game time is forfeit time.
- Clock stops the last two minutes of the second half if the difference between the teams score is nine points or less.
- Teams will shoot one on one on the seventh foul.
- Teams may start a game with four players and finish with four; no less.
- Time outs: Four per game—two the first half and two the second half. If a team does not use its time-outs from the first half, they are lost.

- Overtime: three minutes, two running and one stopped; one time out allowed; no carryovers.
- Sudden death: First team to score two points wins the game (field goal, three point shot or two free throws).
- Free throws are live off the release.
- An official time out will be called when shooting a technical.
- A player having two technical fouls called on him/her will automatically be ejected from the game and will be suspended from the next 2 scheduled games.
- Officials will have the option of stopping and forfeiting the game if it gets out of control. The League Director has the option of evaluating the situation, overruling the official and replaying the game if necessary.
- Same color and numbered uppers are required. If numbered uppers are not worn by the second league game of the season, a team technical will be assessed before the start of the game.
- **NO DUNKING DURING GAMES OR WARM-UPS!**

VOLLEYBALL

Official U.S.A.V. rules will be used as well as the following in-house rules:

- Teams are to be composed of a maximum of six players and a minimum of four. There cannot be more than three men on the court at any time. If a team arrives with six players and four are men, only two men can play with the two women. A team may have as many as six women on the court. A team must have four players to start the game; fewer than four is considered a forfeit.
- The top four teams advance to the playoffs based on total number of accumulated points scored based on wins and losses. Playoff matches are best of two out of three.
- Scoring is as follows: the winner of each game is automatically awarded eight points with a maximum of 24 per night. If you lose by two to three points, you are rewarded five points; if you lose by four to five points, you are rewarded three points. If you lose by six to seven points, you will receive one point. If you lose by eight or more, you receive zero points.

- Playing time/scoring: Matches are a total of three games. All three games of a match will be to 15 points. The third game will be speed scoring to 15 (if time is running out).
- Gym shoes only. No street shoes allowed.
- One 30-second time out per game.
- When substituting, the substitute rotates in for the last server.
- Rotation of players will be in a clockwise direction.
- Serving order and position on the court is an alteration of men and women.
- EXCEPT ON A SINGLE-HIT RETURN, the ball must be played by a woman before the ball can be hit back over the net; otherwise, loss of serve or point. A single-hit return may be played by a male or a female.
- All serves must be bumped. Front-line player may bump serve but may not leave his/her feet to do so.
- The maximum number of hits on one side of the net is three. The third hit must go over the net.
- No player shall hit the ball two consecutive times.
- If the basketball backboard is hit during play, it will be considered live.

FOOTBALL

- The home team listed on the schedule will receive the ball first.
- The offensive team will take possession of the ball at its own five (5) yard line and will have four (4) plays to cross midfield. Once a team crosses midfield, it will have an additional four (4) plays to score a touchdown. If the offensive team fails to score, the ball will change possession and the new offensive team will take over at its (5) yard line. If the offensive team fails to cross midfield, the ball will change possession and the new offensive team will take over at its own five (5) yard line.
- All possession changes except interceptions will start at the five (5) yard line. Interceptions can be returned.
- Teams will change sides after the first half (20 minutes running clock).

- Teams must field four (4) players at all times.
- If the score is tied at the end of the game, teams move directly into overtime. Each team will receive one (1) play from its own five (5) yard line. The team that gains the most yardage on the play is declared the winner and awarded one (1) additional point. Play will continue until there is a declared winner.
- A touchdown will count as six (6) points. An extra point will count as one (1) point if it is from five (5) yards out and two (2) points if it is from 10 yards out. A safety will count as two (2) points.
- The Quarterback cannot run the football.
- Only handoffs behind the line of scrimmage are legal.
- Absolutely no pitches or laterals of any kind.
- A player that takes a handoff can throw the ball as long as he/she does not cross the line of scrimmage.
- All players are eligible to receive a pass (including the Quarterback if the ball has been handed off behind the line of scrimmage).
- Only one player at a time is allowed in motion.
- A player must have one foot in bounds when making a legal catch.
- All passes must be forward and received beyond the line of scrimmage.
- Shovel passes are allowed but must be beyond the line of scrimmage.
- The Quarterback will have a seven (7) second "Pass Clock." If a pass is not thrown within the seven (7) seconds, the play will be dead and loss of down will result.
- The ball must be snapped between the legs or off to the side to start play.
- The following plays will result in a dead ball situation: offensive flag is pulled, ball carrier steps out of bounds, a touchdown is scored, when a ball carrier's knee or ball hits the ground or when a player "drops" his/her flags.

- There are no "live ball" fumbles. The ball will be spotted where the ball hits the ground.
- All players that rush the Quarterback must be a minimum of seven (7) yards from the line of scrimmage when the ball is snapped.
- Players not rushing the Quarterback must defend seven (7) yards off the ball (except when within the 10-yard line).
- Once a ball is handed off, the seven (7) yard rule is no longer in effect and all defenders may go beyond the line of scrimmage.
- A special marker or the referee will designate seven (7) yards from the line of scrimmage.
- If the field monitor or referee witnesses any acts of tackling, elbowing, hitting, cheap shots, blocking or any unsportsmanlike act, the game will be stopped and the player will be ejected from the game and suspended from two (2) more games or the entire league.
- Once a ball is caught by the receiver, there is NO downfield blocking allowed (i.e., if the receiver catches the ball, it is him/her against the defense).
- All penalties will be called by the referees.
- Referees will determine contact that may result from normal play.
- All penalties will be assessed from the line of scrimmage.
- Games cannot end on a defensive penalty unless the offensive team declines the penalty.
- The following penalties will be enforced: defensive offside (five yards), defensive pass interference (5 yards and automatic first down), defensive illegal contact (holding, roughing passer, etc.) (5 yards and automatic first down), defensive illegal flag pull (pulling the flag before the ball has been caught) (5 yards and automatic first down), defensive illegal rush (start rushing the Quarterback within the seven (7) yard marker) (5 yards and automatic first down), offensive illegal motion (more than one (1) person moving in motion or a false start) (5 yards), offensive illegal forward pass (5 yards and loss of down), offensive pass interference (5 yards and loss of down), flag guarding (5 yards and loss of down), delay of game (30-second play clock expires) (5 yards).

- Cleats are allowed (no metal spikes).
- Shirts must be tucked in.
- Each team will be awarded one (1) 60-second time out per half. A time out cannot be saved to be used in the second half.
- No diving/no leaving your feet to gain an offensive advantage.
- 360° turns are allowed.
- Officials will watch for illegal picks. If this becomes a problem, stiffer penalties will result.
- NO RUNNING ZONE: Runs will not be allowed within the five (5) yard line or within five (5) yards of a first down.
- The Defensive Rusher needs to stay seven (7) yards off the ball. All other defensive players can play at the line of scrimmage.
- Field Size: 25 yards by 70 yards.

**Thank you for participating in the
City of Mountain View, Recreation Division,
Adult Sports Program.**

HK/6/CSD
229-12-24-03R^

CITY OF MOUNTAIN VIEW ADULT SPORTS—LEAGUE ENTRY REQUEST FORM

Team _____

Manager _____ Phone _____ / _____

Home Business

Address _____ City _____ Zip _____

E-Mail Address _____

Asst. Manager _____ Phone _____ / _____

Home Business

Sport League—Check appropriate boxes.

- | | | |
|--|-----------------------------------|--------------------------|
| () Basketball | () Spring/Summer Softball | () Fall Softball |
| Tues D ____ | Mon 50 and over ____ | Tues Coed ____ |
| Wed D ____ | Tues Coed (3) ____ | Wed C/C1 ____ |
| | Tues Coed (4) ____ | Thurs C3/D ____ |
| () Coed Volleyball | Wed C1 ____ | Fri Coed ____ |
| Thurs Coed ____ | Thurs C3 ____ | |
| | Thurs D ____ | |
| () Spring/Summer Flag Football | Fri Coed ____ | |
| Mon Open ____ | | |

RESIDENT ROSTER—Fill out if registering as a resident team under a resident priority.

All participants on the team must be listed below.

Player's Name

City

Phone No.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____

For Dept. Use Only: Date _____ Amount Paid _____ Receipt No. _____